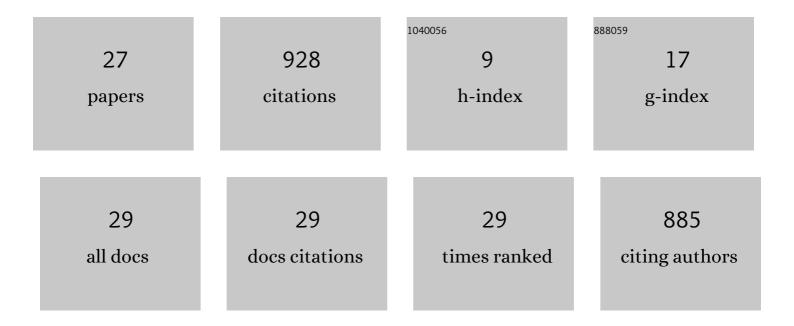
Alvaro Ortigosa

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6068223/publications.pdf

Version: 2024-02-01



#	Article	IF	CITATIONS
1	Sentiment analysis in Facebook and its application to e-learning. Computers in Human Behavior, 2014, 31, 527-541.	8.5	411
2	The impact of learning styles on student grouping for collaborative learning: a case study. User Modeling and User-Adapted Interaction, 2006, 16, 377-401.	3.8	132
3	Predicting user personality by mining social interactions in Facebook. Journal of Computer and System Sciences, 2014, 80, 57-71.	1.2	101
4	Extracting Emotions from Texts in E-Learning Environments. , 2012, , .		49
5	AH-questionnaire: An adaptive hierarchical questionnaire for learning styles. Computers and Education, 2010, 54, 999-1005.	8.3	48
6	From Lab to Production: Lessons Learnt and Real-Life Challenges of an Early Student-Dropout Prevention System. IEEE Transactions on Learning Technologies, 2019, 12, 264-277.	3.2	31
7	A data mining approach to guide students through the enrollment process based on academic performance. User Modeling and User-Adapted Interaction, 2011, 21, 217-248.	3.8	30
8	Dynamic Generation of Adaptive Web-Based Collaborative Courses. Lecture Notes in Computer Science, 2003, , 191-198.	1.3	18
9	Automatic Classification of Literature Pieces by Emotion Detection: A Study on Quevedo's Poetry. , 2013, , .		16
10	Detecting and making use of emotions to enhance student motivation in e-learning environments. International Journal of Continuing Engineering Education and Life-Long Learning, 2014, 24, 168.	0.2	16
11	Inferring user personality in social networks: A case study in Facebook. , 2011, , .		15
12	Dropout Detection in MOOCs: An Exploratory Analysis. , 2018, , .		9
13	A Rule-Based Formalism for Describing Collaborative Adaptive Courses. Lecture Notes in Computer Science, 2003, , 252-259.	1.3	8
14	Emotion recognition in texts for user model augmenting. , 2012, , .		6
15	An Experience on the Correlation Analysis Between Academic Marks and Emotions. International Journal of Emerging Technologies in Learning, 2014, 9, 15.	1.3	6
16	USING INCREMENTAL PLANNING TO FOSTER APPLICATION FRAMEWORK REUSE. International Journal of Software Engineering and Knowledge Engineering, 2000, 10, 433-448.	0.8	5
17	Towards agent-oriented assistance for framework instantiation. ACM SIGPLAN Notices, 2000, 35, 253-263.	0.2	4
18	AngryEmail? Emotion-Based E-mail Tool Adaptation. Lecture Notes in Computer Science, 2012, , 399-406.	1.3	3

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#	Article	IF	CITATIONS
19	Adaptive Collaborative Web-Based Courses. Lecture Notes in Computer Science, 2003, , 130-133.	1.3	3
20	Adaptive hypermedia in secondary schools: from the teacher to the student. International Journal of Learning Technology, 2007, 3, 309.	0.2	2
21	A Case Study on the Influence of Emotions on Students' and Instructors' Marks. , 2013, , .		1
22	Serious Games for Training Myoelectric Prostheses through Multi-Contact Devices. Children, 2022, 9, 423.	1.5	1
23	Checking the Reliability of GeSES: Method for Detecting Symptoms of Low Performance. , 2009, , .		0
24	A Study of the Impact of Emotions in the Perceived Quality of Technical Documents. , 2013, , .		0
25	Teaching Operating Systems in the Time of COVID-19. , 2021, , .		0
26	Authoring and Dynamic Generation of Adaptive E-courses. Lecture Notes in Computer Science, 2004, , 619-620.	1.3	0
27	Best Practices in Dropout Prediction. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 301-323.	0.2	Ο